



**CITY OF WICHITA - DEPARTMENT OF PARK & RECREATION
GREATER WICHITA JUNIOR FOOTBALL LEAGUE
2006 Rules & Regulations**



I. PURPOSE AND OBJECTIVE

- A. To provide a positive experience for the youth of Wichita and surrounding areas.
- B. To help build positive self-esteem for players.
- C. To teach participants to respect and honor opponents and all other participants (coaches, officials, and parents).
- D. To teach sportsmanship and fair play.
- E. To teach the fundamentals of playing football.
- F. To teach the basic skills of coordination, physical conditioning, mental attitude, and leadership.
- G. To teach young people how to get along with their peers.
- H. To teach team participation and responsibility.
- I. To teach all participants how to win, how to lose, and how to do both with dignity.

II. OPERATION

A League Director as appointed by the City of Wichita Park & Recreation Department will govern the GWJFL. The league will have seven (7) grade divisions, which are listed below. Participants must meet both the age and grade criteria. Players must play in the division that coincides with the year of school that they are enrolled in and they cannot exceed the age limits. Players must play "up" one grade level if they do not meet the age requirements listed below.

- 2nd Grade - Players cannot be 9 years old prior to September 1 of the current year.
- 3rd Grade - Players cannot be 10 years old prior to September 1 of the current year.
- 4th Grade - Players cannot be 11 years old prior to September 1 of the current year.
- 5th Grade - Players cannot be 12 years old prior to September 1 of the current year.
- 6th Grade - Players cannot be 13 years old prior to September 1 of the current year.
- 7th Grade - Players cannot be 14 years old prior to September 1 of the current year.
- 8th Grade - Players cannot be 15 years old prior to September 1 of the current year.

III. ORGANIZATION DIRECTOR DUTIES

Each Organization Director has the following responsibilities:

- A. Collection of GWJFL fees.
- B. Ensuring all of their coaches and cheerleader sponsors are registered.
- C. Being responsible for the actions of:
 - 1. Players
 - 2. Coaches
 - 3. Parents/Spectators
 - 4. Cheerleaders
 - 5. Pom-Pon Squad
- D. Securing practice sites.
- E. Relaying all information from the GWJFL office to parents, coaches, and players.
- F. Fundraising and being accountable for all monies collected.
- G. Purchasing all game equipment and establishing an inventory system.
- H. Ensuring all players are eligible to play in the Greater Wichita Junior Football League.
- I. Attending ALL meetings called by League Director or ensuring that a qualified representative is present.

IV. PLAYER ELIGIBILITY -- ENROLLMENT

- A. Enrollment will be made by organization only. Individual player or team registration will not be accepted.
- B. An alphabetical roster of all eligible players for each team shall be in the GWJFL office prior to the first game, or at other time as designated by GWJFL office.
- C. A player must be registered to play by the Wednesday before the game. No player will be registered at playing site.
- D. The League Director will deal with any late filings or irregularities.
- E. Player's school name and grade need to be filled out on both the registration and physical forms.
- F. All rosters will be frozen as of September 20. No changes will be made to rosters after they are frozen.
- G. Player eligibility violations must be reported to the field supervisor, with the name and number of the player in question. The league director will check school records for eligibility. All decisions by the League Director will be final.
- H. A player becomes a member of a team if the player attends three practice sessions. A player may NOT transfer teams without written permission from the League Director and both organizations. All equipment must be returned and fees paid prior to transfer. Transfer forms must be completed and are available at the league office.

V. INSURANCE

Insurance such as general liability, property damage, group accident, medical reimbursement, etc. is for the protection of the team organizations. Organizations are responsible for their own insurance. Health insurance for individual players is the responsibility of the parents or guardians of individual players.

Each coach is required to be certified by the National Youth Sports Coaches Association (NYSCA), which carries a \$500,000 liability insurance policy on each member.

VI. COSTS

Organization fees must be submitted to the League Director prior to registration at the organization level. The fee charged to players by each organization for league participation must be published as one lump sum fee. Additional charges for any purpose will not be allowed after a player has registered. This does not include fees for tournaments or other activities outside of the GWJFL. The league registration fee for all grade levels is \$40.00 per player. All teams must be registered with the league office by August 25. After that date organizations will be assessed a \$100 per team late fee in addition to the registration fee.

VII. PRACTICE AND PLAYING SEASON

- A. Practices shall begin July 31. Only helmets, shorts, T-shirts, shoes and footballs will be used as equipment. Contact practice will begin on August 14. Any deviation from these dates will result in disciplinary action against both coaches and district representatives.
- B. The first game will be scheduled for the first Saturday after Labor Day weekend. The season will consist of eight (8) weeks.
- C. All teams are to limit practice time to ten (10) hours per week until after the first GWJFL game. Thereafter practice time will not exceed eight (8) hours per week, not including actual game play during the regular league-playing season. Practice time shall not exceed two and one-half (2-1/2) hours per day. No practice is permitted on the team's game day.
- D. A team will be allowed practice scrimmages against GWJFL teams or outside teams as long as they are within the teams allowed practice time.
- E. Non-team members or outside players can't practice with established league teams until after the team's final GWJFL game.

VIII. REQUIRED FORMS

Each player must have the following on file with the GWJFL office before the first game:

- A. Registration form.
- B. Physical form (Any physical examination after January 1 of current year will be acceptable).
- C. Parent hold harmless agreement.
- D. Copy of photo identification that includes picture, year, name, d.o.b., school, expiration (2 yrs.).
- E. Copy of birth certificate or PIF.

IX. EQUIPMENT

- A. New teams entering the GWJFL must get approval from the league office as to the color the team will be allowed to wear.
1. Existing team organization must have the same color of uniform (jersey & pants) throughout all grades within said organization. Exception must be approved by GWJFL office. The GWJFL office will maintain a list of organizational team colors.
 2. Teams with similar colors on game day will abide by the contrasting color rule, which states that the team listed on the GWJFL schedule as visitor will wear the pullover vest furnished by the GWJFL
- B. **Uniforms** - All uniforms and equipment to be worn by all players shall meet the standards as prescribed by the KSHSAA, including a warning sticker on all helmets certifying that the helmet passed NOCSAE test standards at the time of manufacture or reconditioning.
- C. **Shoes**—Tennis shoes, turf shoes, running shoes, or removable rubber cleats are allowed for all grade levels. Metal spikes of any kind will NOT be allowed. Shoes must be worn at all times.
- D. **Mouth guard**—Each player is to wear a mouth guard when actively engaged in playing (this includes all practice activity).
- E. **Football**s—age appropriate footballs will be used for each grade level.
- 2nd & 3rd Grades..... Pee Wee size – K2
- 4th – 6th Grades..... Junior size - TDJ
- 7th & 8th Grades..... Youth size - TDY
- F. **Equipment repair** -- no time outs will be granted. Players must leave the field of play for repairs.

X. RECRUITING OF PLAYERS

It shall be discretionary on the part of each coach as to which player will be invited to play on his team under the following provisions.

- A. Rosters will be limited to 27 players per team.
- B. A player may play “up” age groups, but not “down”.
- C. Players may not play in more than one game per day during league play.
- D. Any coach found playing a person illegally will be suspended from the GWJFL. **NO EXCEPTIONS.**
- E. Any violations of these rules should be submitted in writing to the League Director. The League Director's ruling in all cases will be FINAL.

XI. PROPOSED PLAYING SITES

- A. Barry Sanders Fields 1556 North Ohio
- B. Grove Park 29th St. & North Grove
- C. Linwood Park Hydraulic between Mt. Vernon & Harry
- D. Planeview West of Oliver & North of 31st St. South
- E. Southlakes 47th St. South Between Meridian and Seneca

XII. FIELD SUPERVISORS

One supervisor per field. Supervisors will be at the game site forty-five (45) minutes before game time and one-half hour after the game. Field Supervisors will check in teams approximately 30 minutes before game time using a roster provided by the league office and photo identification cards provided by the team. If players are not listed on the roster or do not have an identification card, they will not be allowed to play. Field supervisors will have the authority to enforce all GWJFL rules and regulations. Ejections of players, coaches, parents, or any other person involved with the GWJFL will be enforced by the field supervisor on duty.

XIII. TIME OF GAMES

Saturday Game Start Times						
Grade	3 rd	4 th	5 th	6 th	7 th	8 th
Time	8:30am	10:00am	11:30am	1:00pm	2:30pm	4:00pm

All 2nd grade games will be at Planeview North and will follow the above schedule.
Weekdays - Games will generally begin at 6:30 pm and 8:00 pm

XIV. GWJFL GAME RULES

Kansas State High School Activities Association (KSHSAA) rules will apply with the exceptions as described in this document.

A. **Length of games** -- All GWJFL games shall be four (4) quarters with a ten (10) minute half. Eight-minute quarters for all grades.

B. **Time clock**

4th – 8th grade games will for KSHSAA rules.

2nd – 3rd grade games. Clock will stop as follows:

- During time outs
- Injuries
- During the last two (2) minutes of each half the clock will stop after incomplete passes, out of bounds, and assessment of penalties. The clock will start as soon as the official sets the ball and winds the clocks.

C. **Participation Rule** -- Each team member must participate in one (1) quarter of play all games. Exceptions may be made if practice attendance is not satisfactory or other obligations are not met or if a player is injured. Violations of the participation rule will result in forfeiture of the game or suspension of the coach or both.

D. **Officials** -- Four (4) officials will be assigned to officiate the 5th— 8th grade games. The 2nd through 4th grades will use three (3) officials.

E. **Sideline officials:** the HOME TEAM shall provide the sideline crew. A sideline crew will consist of two (2) chain holders and a down box holder. The crews shall be (16 years of age or older). Sideline crews will work the game from the side of the home team.

F. **Ball boy** - Each team shall provide a ball person.

G. **Home team** - The team that appears first on the schedule will be home team. The home team has the choice of which sideline to occupy.

H. **Forfeitures** -- Any team that does not appear for a scheduled game at the time designated as the starting time forfeits the game (a team is defined as being composed of at least eleven (11) members of those listed on the team roster).

I. **Inclement weather** as a cause of postponement of games is to be expected. Game officials or supervisors will make any decision regarding postponements.

J. **Ties**--In case of a game ending in a tie -- use KSHSAA rules.

K. **Ambulance** -- must have parent's permission. Ambulance permission cards for each player should be kept with medicine kit.

L. **Mercy Rule**--If a team is leading by 28 or more points at halftime or during the second half, beginning with the 3rd quarter the running clock will be utilized for the remainder of the game and stopped only for timeouts and injuries. If the team ahead is still ahead by 28 or more points at the end of the 3rd quarter the game will be terminated. By agreement of both head coaches, the game may be completed to the end of the 4th quarter WITH a running clock. The team that is ahead by 28 or more points will no longer be allowed to kick off with an ON-SIDE KICK. Penalty: 10-yard penalty assessed to the kick off and ball reverts to the other team from the point of recovery.

M. **Time outs** -- Three time outs per half are allowed. No time outs honored when point spread is 21 points or more to the team that is ahead unless the time out is for substitution only...not clock management. Time outs will not be granted for equipment repair.

N. **Kicking Rules:**

2nd Grade..... No kick, play begins on own 50-yard line for 100 yard fields, and own 30-yard line for 80 yard fields.

3rd – 8th Grade... Regular kickoff procedures.

O. **Punting Rules:**

2nd Grade:..... No punting, 20 yards will be marked off and the possession of the ball is given to the opposing team.

3rd – 5th Grade:..... The ball will be punted. There will be NO rushing the punter or fake punts.

6th – 8th Grade:..... The ball will be punted. The defensive team will be allowed to rush the punter.

P. **Extra points:**

1. One (1) point for successful kick over the goal post crossbar.

2. Two (2) points for successful pass play or run play.

2nd Grade: No kicking. May run or pass.

3rd – 5th Grade: May kick, run or pass. There will be NO rushing the kicker or fake kicks.

- 6th – 8th Grade: May kick, run or pass. The defensive team will be allowed to rush the kicker.
- Q. **Coaches on playing field-** One (1) offensive and one (1) defensive coach will be allowed on the field during 2nd and 3rd grade games only. The coach shall align the players in their correct formation and once they are aligned, the coach should back out of the line of play at least 10 yards from the line of scrimmage. If a coach interferes with the officiating of a game or argues with an official, the coach will be asked to leave the field.
- R. **Trash** - All teams must clean up their area after their game is over. Failure to do so may result in forfeiting a game.
- S. **Coaches:** A maximum of 6 coaches will be allowed on each team's sideline. Each coach must have an NYSCA coach's card with them while coaching. All coaches must pass a criminal background investigation.

XV. CONCESSIONS

- Concessions may be sold if the following rules/regulations are followed:
- Each team must stay on their side of the playing field.
- The appropriate permits must be obtained from the City of Wichita Office of Central Inspection. These permits may be purchased on the 7th floor of City Hall. Written permission from the Park & Recreation Department must be possessed prior to obtaining permits.
- An individual with the appropriate license from KDHE must be present at all times the stand is in operation.
- Organizations may operate only during their own games.
- Concessionaires must be affiliated in some manner with one of the GWJFL organizations.

XVI. CHEERLEADERS

Cheerleaders will be allowed along the sidelines (inside of fence).

XVII. SPECIAL EVENTS

All special events scheduled during GWJFL play must be approved through the league office. This includes any fundraising activities done on City of Wichita property

XVIII. DISCIPLINE

Any coach, assistant coach, official, player, or other person involved in any capacity with the GWJFL that violates the code of conduct or is ejected from a game or practice for any reason will be disciplined in the following manner:

- 1st offense - seven calendar day suspension from GWJFL participation
 - 2nd offense - 14 calendar day suspension from GWJFL participation
 - 3rd offense - lifetime ban from GWJFL participation
- A. The League Director and/or the Department of Park & Recreation will have the authority to impose additional discipline as deemed necessary and appropriate. This discipline may include expulsion from the GWJFL, even for a first offense.
- B. There will be no appeals.

CODE OF CONDUCT

The code of conduct is the guidelines under which all GWJFL activities are to be held to insure ethical and professional behavior. Anyone found not to be in compliance with this Code of Conduct will be disciplined as described in the official GWJFL rules. All coaches must agree to abide by the Code of Conduct before they are allowed to coach in the GWJFL.

COACHES AND ASSISTANT COACHES WILL:

1. Refrain from using profane language in the company of players at any time.
2. Not smoke or use smokeless tobacco in the company of players at any time.
3. Refrain from indulging in alcoholic beverages before and during practice sessions or games.
4. Refrain from criticizing players in front of spectators. Any criticism should be constructive in nature and in the presence of the team so all might benefit.
5. Call practice sessions at specific times and end sessions within specified time required by GWJFL rules
6. Accept decisions of officials on the field as being fair and called to the best ability of the officials.
7. Not criticize the opposing team, its coaches, or fans by word of mouth or gesture.
8. Refrain from excessive sideline coaching and leaving the coaching box to shout instructions.
9. Not permit a player to re-enter any game if they are badly bruised or injured.
10. Accept the responsibility to play all players who have met their practice obligations.
11. Assure to the extent possible that players are not allowed to register and participate in the GWJFL who are not within the prescribed age limits.
12. Abide by a physician's decision in all matters of player's health and ability to play.
13. During GWJFL meetings district reps will refrain from speaking maliciously of other district reps whether present or not.

PLAYERS WILL:

14. Refrain from using unsportsmanlike conduct during practice sessions and games.
15. Refrain from using profane language, at any time during practice sessions and games.
16. Refrain from striking an opponent or teammate, regardless of provocation, during practice sessions and games.
17. Refrain from criticizing teammates, coaches, and opponents, by word of mouth or physical gesture.
18. Accept decisions of officials on the field without complaint by word of mouth or gesture.
19. Report for practice sessions and games at the time specified.
20. Give their correct grade and age at time of registration with the GWJFL.
21. Remain in designated player areas during the games.

SPECTATORS WILL:

22. Refrain from heckling and criticizing game officials, opposing coaches and players.
23. Refrain from using profane language, causing a disturbance, etc., at games.
24. Refrain from unsportsmanlike conduct at games.
25. Remain in the spectator area during game